

sonic the comic



SONIC
THE HEDGEHOG™

FREE!

**SONIC
SPINBALL
SWEETS!**

SWEETIES
MISSING?
IF IT'S NOT
BECAUSE
YOU'VE
EATEN THEM,
INFORM
YOUR
NEWSAGENT.



**SHORTY
GOES
NUTS!**

**THE CYBERNIK
FIGHTS BACK!**

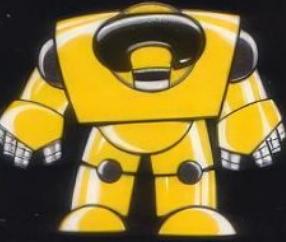
PLUS

**STREETS OF RAGE!
MARKO'S MAGIC
FOOTBALL!**

SONIC PIN-UP!

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Hope you like STC's sticky start on the cover in the shape of the Sonic Spinball sweets. Yes, Boomers, even our fab-eroonie free gifts are 'taste-ful'!.

This issue features a final farewell (for now) to those Streets of Ragers and also to Marko's Magic Football. However, don't be down-hearted humes, as next issue sees a welcome return to that mighty warrior Shinobi. There's also another splashing new launch called Captain Plunder and his Sky Pirates.

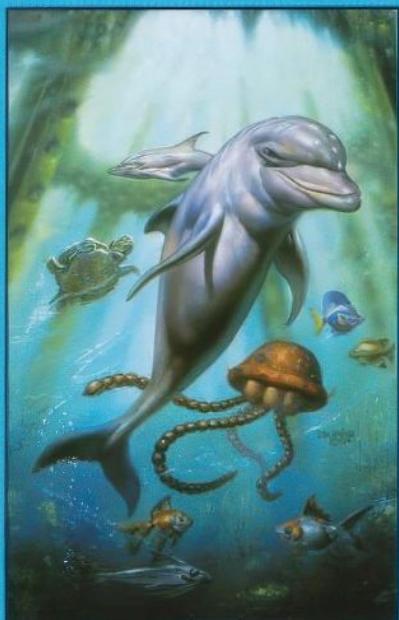
No news is good news again, in so far as there's a dashing pin-up of Sonic in the centre pages. However, fear not Boomers, normal News Zone service will be resumed in the near future. Feline in the mood for a rip-roaring Q Zone, then turn to the first part of STC's Lion King Special.

Finally, looking ahead, Tails fans will be delighted to discover that a certain foxy hero goes undercover in just two issues time in Zone-runner 2. But be warned, your old school macs and overcoats may start to get treated to a sudden new lease of life.

Megadroid

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMonamy

ECCO FRIENDLY!



Here's a sweet offer enabling you to munch your way towards Ecco-friendliness. Sega have teamed up with cake and biscuit makers, McVities for a fabbo promotion featuring the

splash-happy Ecco the Dolphin!

Provided you collect three promotional pack tokens and fill in an entry form, a cuddly dolphin toy can be purchased. For every toy bought, fifty pence will be donated to the Whale and Dolphin Conservation Society.

The WDCS is a national charity dedicated to the worldwide conservation of all species of dolphin, whale and porpoise.

The promotion, featured on the back of up to two million Jaffa, Penguin and Mallo Cake Bars, also includes a free prize draw offering the chance to win a Mega CD, 5 Mega Drives, 10 Game Gears, 50 Sega Master Systems, together with the follow-up to the original Ecco the Dolphin release, Ecco: The Tides of Time, (released last November). Dolphinitely, a flippin' good offer!

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The Sega Charts

All the chart action for all the Sega systems
- in every issue of STC.

up
down
non
mover
RE
re-entry
new
new entry



CHARTS
COMPILED BY
GALLUP

MEGA DRIVE

- 1 FIFA SOCCER '95
- 2 MICRO MACHINES 2
- 3 THE LION KING
- 4 JIMMY WHITE'S WHIRLWIND SHOOKER
- 5 EARTHWORM JIM
- 6 SONIC AND KNUCKLES
- 7 PGA TOUR GOLF 3
- 8 ROCKET KNIGHT ADVENTURES
- 9 URBAN STRIKE
- 10 GUNSHIP

MEGA-CD

- 1 FIFA INTERNATIONAL SOCCER
- 2 REBEL ASSAULT
- 3 SONIC CD
- 4 MORTAL KOMBAT
- 5 WORLD CUP USA '94
- 6 ECCO THE DOLPHIN
- 7 BLACK HOLE ASSAULT
- 8 PRINCE OF PERSIA
- 9 JAGUAR XJ220
- 10 THUNDERHAWK

MASTER SYSTEM

- 1 JUNGLE BOOK
- 2 ROBOCOP V TERMINATOR
- 3 SONIC THE HEDGEHOG 2
- 4 SONIC CHAOS
- 5 DESERT STRIKE
- 6 PGA TOUR GOLF
- 7 DONALD DUCK
- 8 DESERT SPEED TRAP
- 9 COOL SPOT
- 10 MICKEY MOUSE 2

GAME GEAR

- 1 SUPER OFF ROAD
- 2 THE LION KING
- 3 SONIC THE HEDGEHOG 2
- 4 COOL SPOT
- 5 SONIC CHAOS
- 6 FIFA INTERNATIONAL SOCCER
- 7 THE SIMPSONS
- 8 TAZ-MANIA
- 9 JAMES BOND: THE DUEL
- 10 SUPER SPACE INVADERS

SONIC

THE HEDGEHOG™

The Big Con

Script: Lew Stringer
Art: Roberto Corona
Lettering: Steve Patter

THE CHEMICAL PLANT ZONE,
PLANET MOBIUS, D.R.B.D.R.*

THIS WAY

ANY IDEA WHAT
THIS IS ALL
ABOUT?

HAVEN'T
A CLUE! WE WERE
JUST TOLD TO REPORT HERE
TO RECEIVE A REWARD FOR
LOYAL SERVICE TO DOCTOR
ROBOTNIK!

*DEFINITELY RULED BY DOCTOR ROBOTNIK!

WELCOME
TO ROBOTNIKCON
ONE: THE OFFICIAL
CONVENTION FOR ALL
LOYAL SUPPORTERS
OF DOCTOR
ROBOTNIK!

THAT MEANS
EVERYONE! KEEP
MOVING!

SPECIAL
BONUS! SWAP YOUR
LIFE'S SAVINGS FOR THIS
EXCLUSIVE AUTOGRAPHED
PHOTO OF OUR BELOVED
LEADER!

WHAT'S ON
THE TIMETABLE
FOR THIS
CONVENTION?

PANEL
DISCUSSION "IT'S
GOOD TO BE A BADNIK"
...GUEST DICTATOR
"DOCTOR ROBOTNIK
TALKS AND YOU
LISTEN!"

I-I'M NOT
TOO SURE
ABOUT--

DO IT!

ELSEWHERE, IN THE SPECIAL ZONE...

OOH,
SUITS YOU,
SIR! SUITS
YOU!

NOT
A LOT OF
VARIETY IS
THERE--
EUIPE

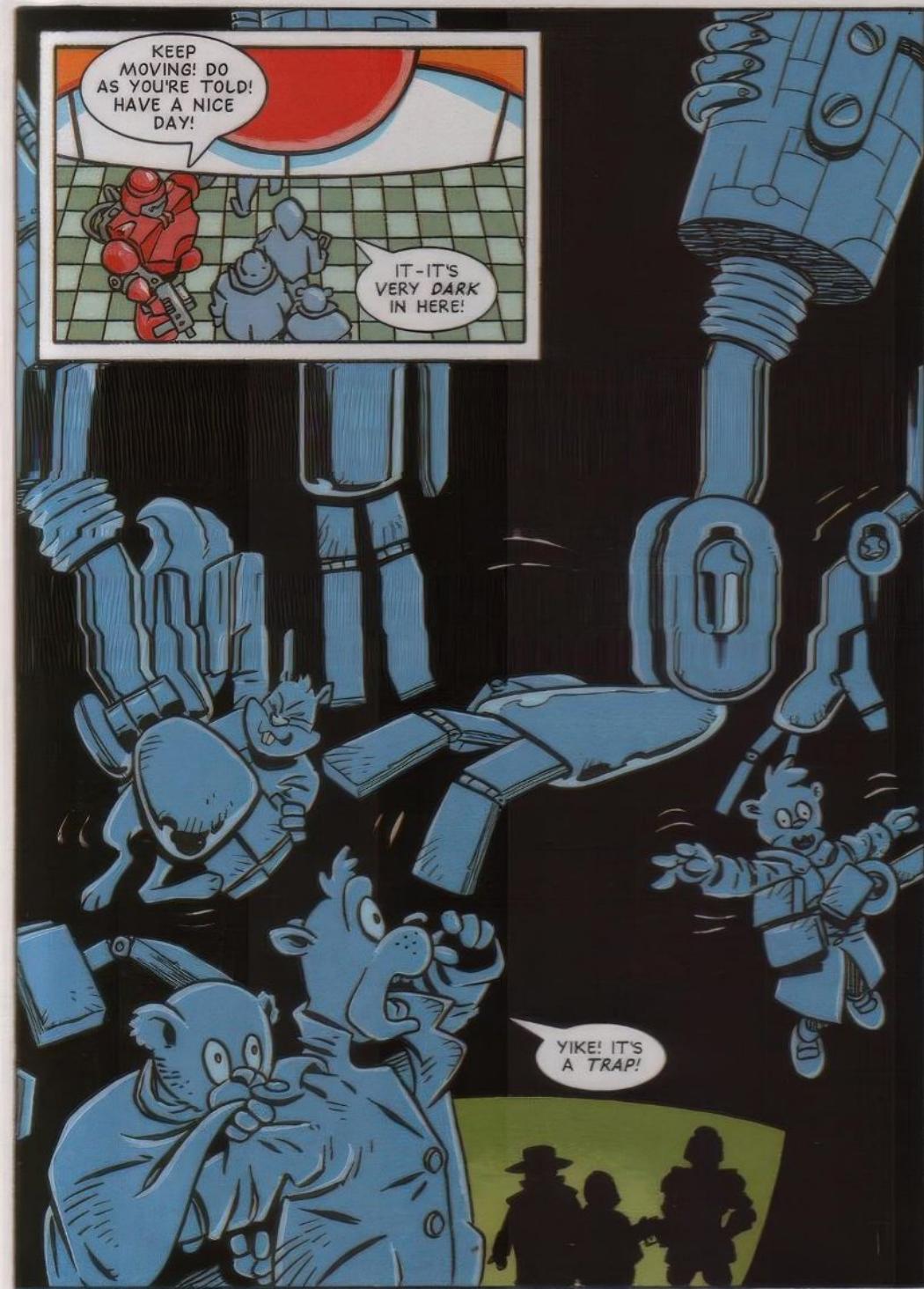
YES,
I ALWAYS
KNEW I COULD
CARRY OFF THE
MAJESTIC LOOK,
GRIMER!

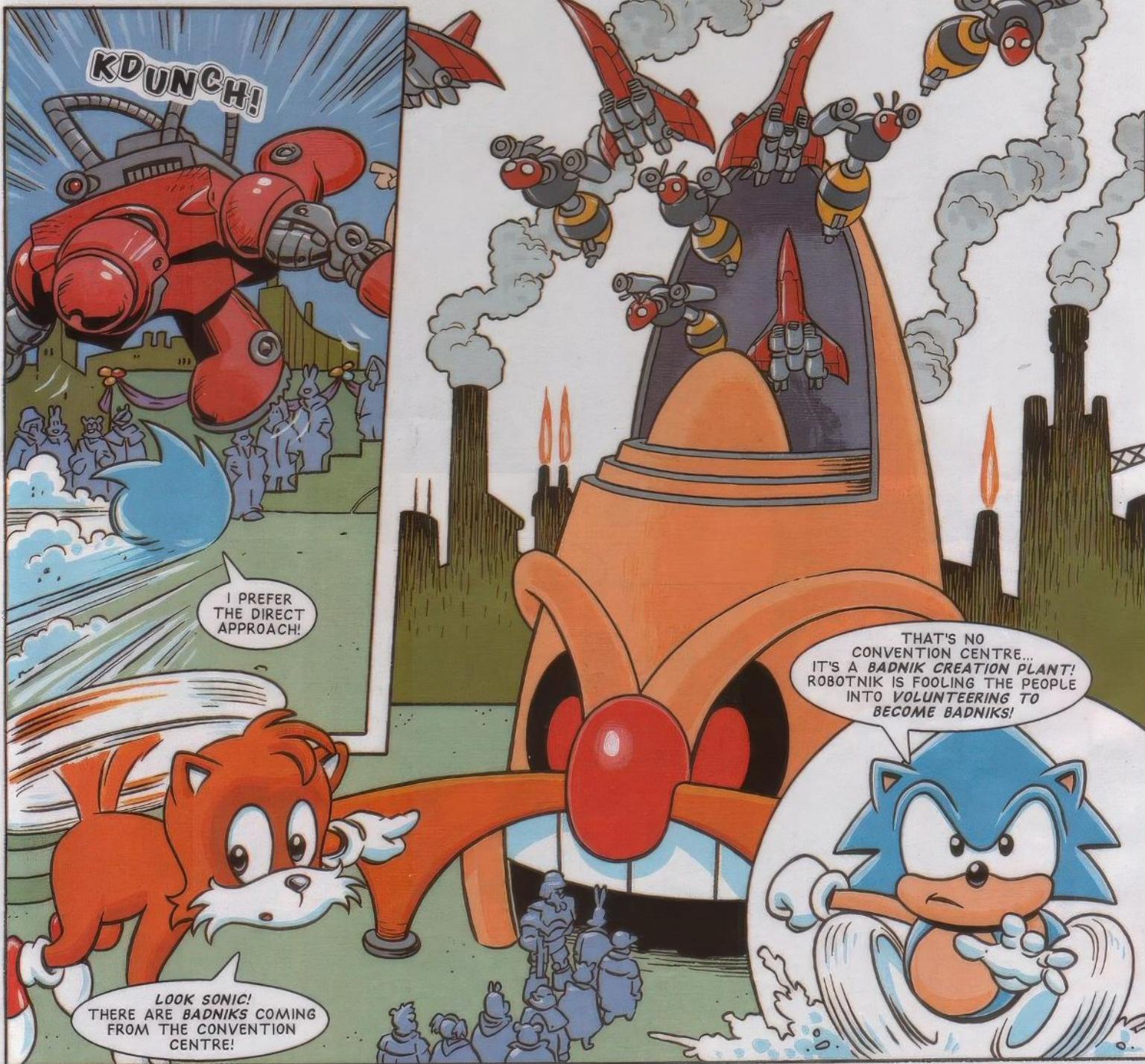
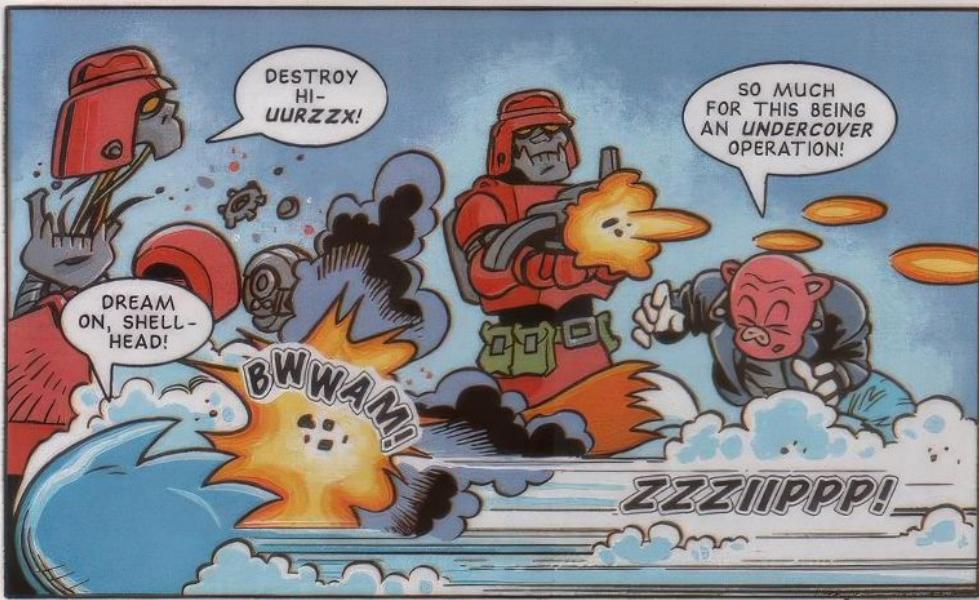
YOU WILL
ENJOY THIS CON... BY
ORDER OF DOCTOR
ROBOTNIK!

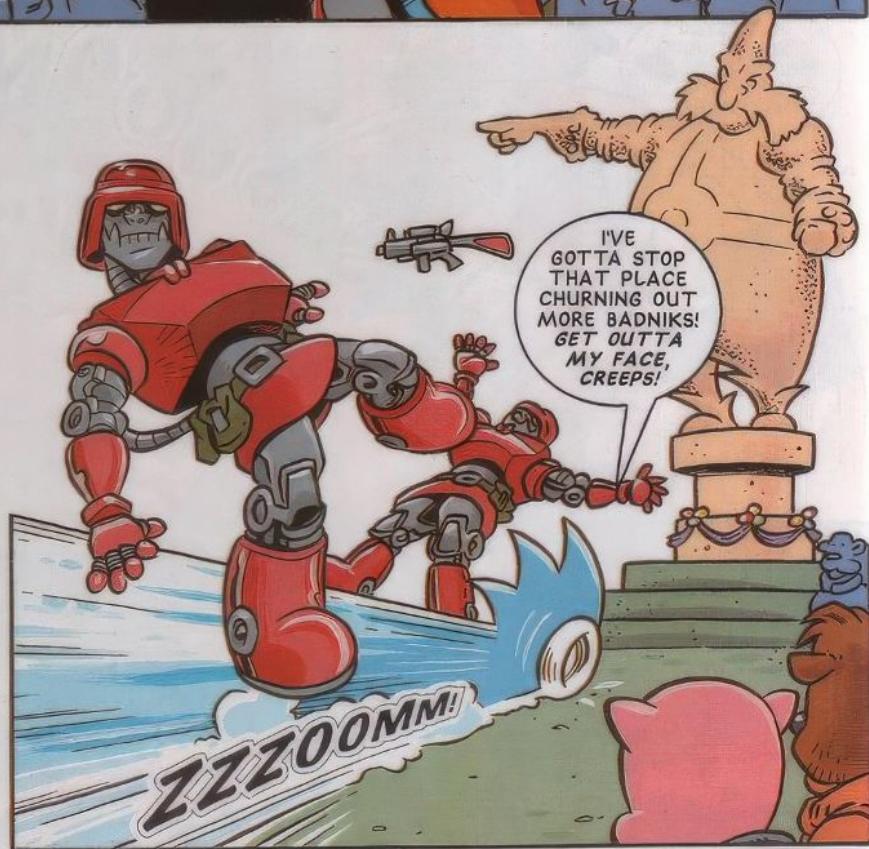
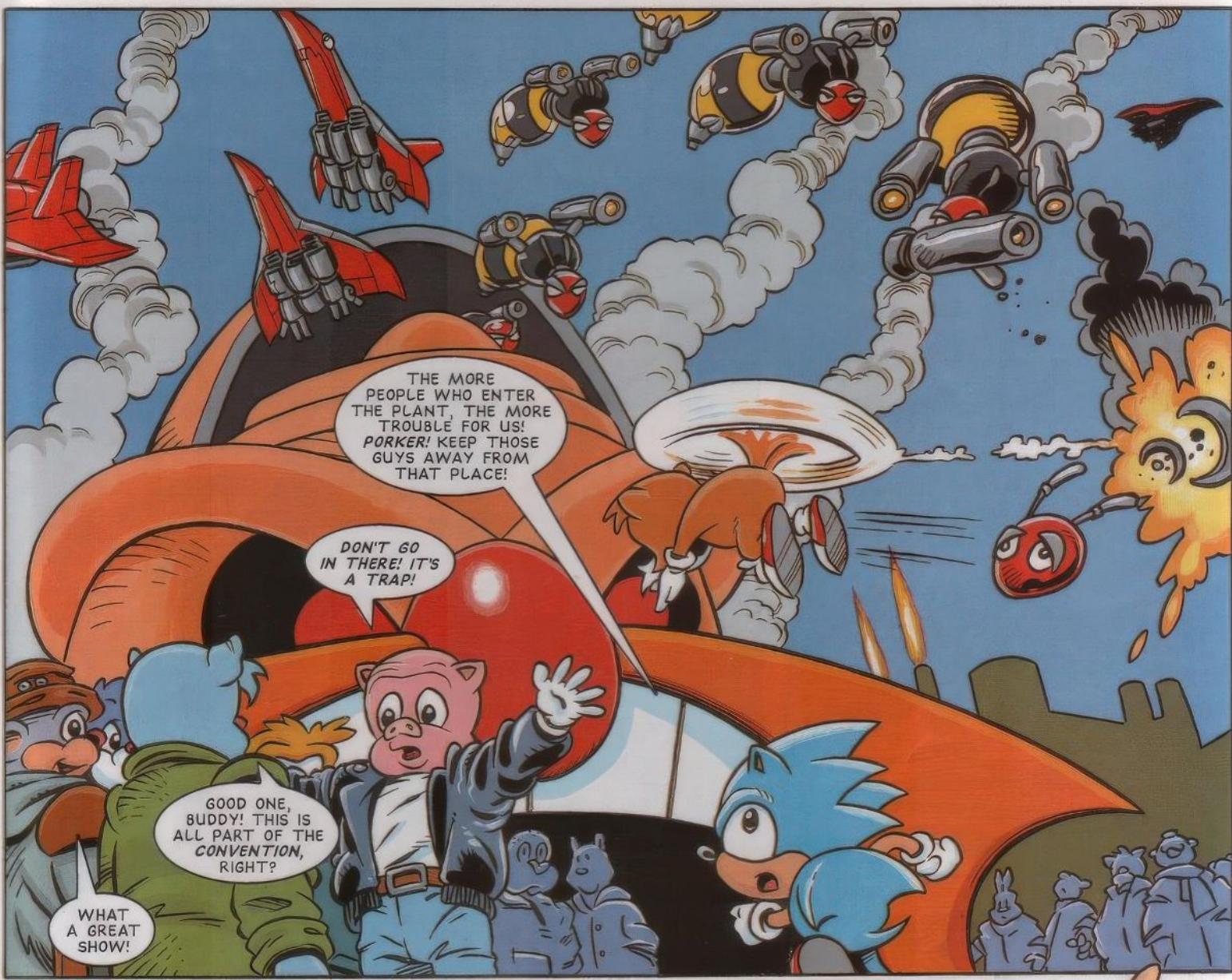
IT'S ONLY
RIGHT THAT I
SHOULD LOOK REGAL
FOR A CONVENTION
DEDICATED TO ME,
EH, GRIMER?

I'M SURE
THE PEOPLE
WILL APPRECIATE
THE EVENT,
DOCTOR!

OH I'M
SURE IT WILL
CHANGE THEIR DULL
LIVES... FOREVER!
HAHAHAHA!









LATER...

ER...
WE HAVE
ARRIVED AT
THE CHEMICAL
PLANT ZONE,
DOCTOR!

EGGS-
ELLENT! ARE
MY NEW ARMY OF
BADNIKS READY TO
RECEIVE ME,
GRIMER?

N-NOT
EXACTLY,
SIR!

NO!
WHAT HAS
THAT BLUE
SPIKEBALL
DONE?

LOOKS
LIKE YOU RUINED
ROBOTNIK'S BIG DAY,
SONIC!

WAY-Y-Y
COOL, TAILS! I
NEVER WAS ONE
TO FOLLOW
CONVENTION!

NEXT ISSUE: SANDOPOLIS ZONE MYSTERY!

REVIEW

Zone

PITFALL: THE MAYAN ADVENTURE



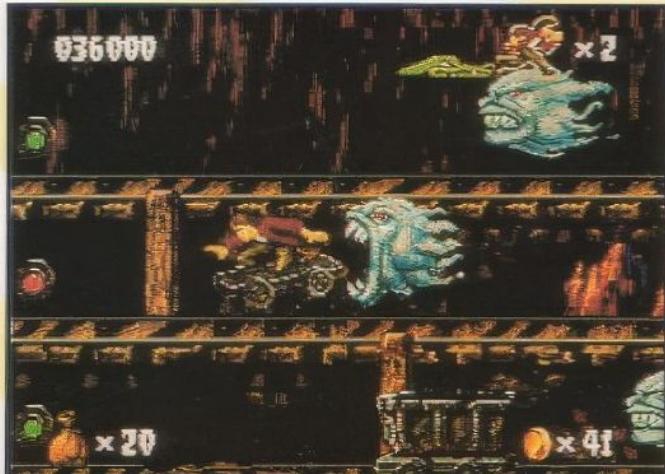
Mega Drive

game type: PLATFORM
1 PLAYER

This updated version of an early video game classic features Harry Jr., son of Harry from the original *Pitfall*, whose mission is to save dad from an evil Mayan Warrior Spirit. You must guide Harry Jr. through 11 levels of Mayan venues and foes - travelling through rain forests, haunted temples and meeting strange enemies like the evil-possessed jaguar, fire-breathing statues, live skeletons and the Jaguar-man.

When you first play *Pitfall*, your hero may seem awkward to operate, but it's worth persevering as it does get easier. All the characters are well drawn with highly realistic movements. The backgrounds are particularly lush and stunning, and you could be excused for thinking this was created by Disney.

Pitfall's best feature is the way the levels are laid out. Instead of



RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer & Nick Protz.

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

simply moving from left to right, the levels take you in all directions, even moving from the foreground to the background. A substantial puzzle element to the game keeps your frustration levels up and there's no end of hidden rooms. Indeed, search hard enough and you'll be able to transport yourself back to the original *Pitfall*!

Harry Jr. has many moves and a good array of weapons including a whip, slingshot and exploding bombs, all easily accessible from the menu. You can select the level of difficulty, but unfortunately there's no save feature, so you really need to search out the many continues along the way.

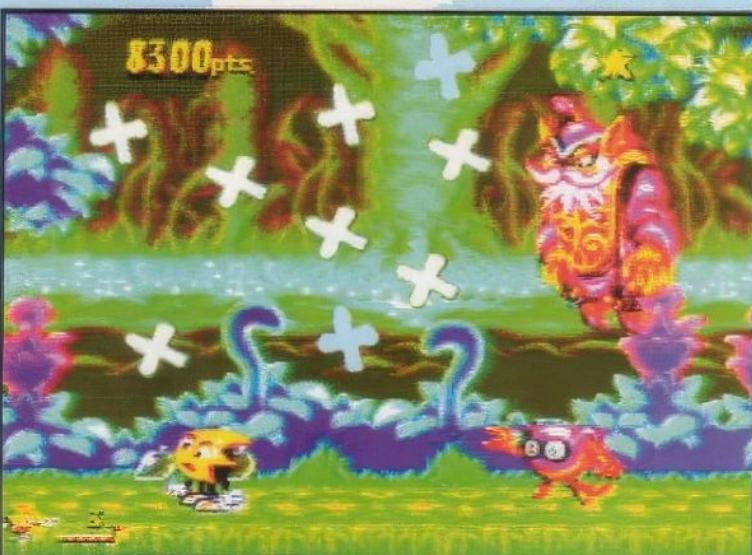
Pitfall is an above-average platform game with a learning curve that is just right. This Mayan Adventure offers good gameplay, impressive graphics and extensive levels - it should keep platform fans absorbed for some time. - NP

FAST FAX	
PUBLISHER	PRICE
ACTIVISION	£49.99
GRAPHICS	88
SOUND	82
PLAYABILITY	84
RAVES	Challenging platform romp.
GRAVES	Difficult to control at first.
OVERALL	86%



Mega Drive

RISTAR

game type: PLATFORM
1 PLAYER

Plug **Ristar** into the console and you'd be forgiven for thinking: new character, same old format. The brightly coloured backgrounds are very similar to *Sonic* and there's the usual fare of overground/underwater theme stages with end of level bosses.

However, **Ristar** is a new character, and with him comes a fresh platform gimmick - elasticated arms and a mighty grip with which to pull his enemies onto his star-shaped bonce. Fortunately, all **Ristar**'s pulling, swinging, hanging and grabbing is achieved through a very simple control method.

As usual, there are power-ups and bonus levels to be found throughout the six different planets. These range from the lush planet of Flora to the hell that is Planet Scorch. Along the way you'll pass through Planet Sonata, which deserves special mention for its clever design -

everything's a musical instrument and plays as such. Actually, the music is very catchy!

Ristar is bright and colourful with well drawn sprites and nice attention to detail. More importantly, and somewhat surprisingly, the gameplay is significantly better than average. In fact, I found myself really looking forward to completing each level.

It's nice to see a new platform game which earns its place on the shelf with good gameplay and clever, well thought-out design. **Ristar** is a fun game which offers a real challenge. The simple controls will make this a particularly good game for younger players. - JF



FAST FAX	
PUBLISHER	PRICE £44.99
GRAPHICS	86
SOUND	86
PLAYABILITY	87
RAVES	Simple but fun.
GRAVES	Looks familiar.
OVERALL	86%

STREETS OF RAGE

THE ONLY
GAME IN TOWN
PART 6

Script: Nigel Kitching Art: Peter Richardson Lettering: Tom Frame

CRIME LORD MR X IS RUNNING A BOOK. THE ODDS ARE CURRENTLY A HUNDRED TO ONE AGAINST AXEL, BLAZE, MAX AND SKATES MAKING IT OVER THE EAST RIVER.

WE'RE
NOT GOING TO
MAKE IT!

SORRY, GUYS.
I GUESS I LET
YOU DOWN.

THEY MUST BE
CRAZY TO TRY A
JUMP LIKE THAT!

YEAH, LOOK
AT THEM...



FIRST THING IS
TO GET OUT OF THE
LINE OF FIRE!

CAREFUL, AXEL'S LOST
A LOT OF BLOOD.

D-DID WE
MAKE IT?

WE MADE IT.
NOW TAKE IT
EASY, OLD
BUDDY.

SORRY ABOUT THE
BATTLE WAGON...
YOU'RE NOT GOING
TO... HOLD THAT
AGAINST ME, ARE
YOU GUYS?

I DON'T WANT TO
SOUND LIKE A WIMP...
BUT COULD SOMEBODY
CALL ME AN AMBULANCE
OR SOMETHING?

THE NEXT DAY
AT A BAR IN THE
ITALIAN QUARTER
OF THE CITY...

I'M JUST TRYING
TO SAY THANKS,
FEROCIO... WE
ALL ARE...

I DIDN'T
DO MUCH...



DIDN'T DO MUCH? SOMEHOW YOU
ARRANGED FOR A HELICOPTER TO
PULL US OUT OF THE MIDDLE OF A MOB
WHO WERE OUT FOR OUR BLOOD!

FORGET IT.



FRANK... I USED TO
BE YOUR PARTNER...
YOU'RE A GOOD COP. WHY
DON'T YOU JOIN US?



TAKE A LOOK AT YOUR FRIEND'S FACE
AND ASK ME THAT AGAIN. I'M TOO
OLD TO FIGHT ON THE STREETS.



BUT YOU GUYS, YOU'RE DOIN' GOOD
WORK. THERE MIGHT BE HOPE FOR
THIS CITY YET.

NOW GEDADAHERE.
YOU WANT PEOPLE TO SEE ME TALKING
TO A BUNCH OF VIGILANTES?

LATER THE SAME DAY AT
MR X'S HEADQUARTERS.

THEY ARE MOST
INSISTENT, SIR...

VERY WELL,
SEND THEM
IN.



WE'VE COME
TO COLLECT OUR
WINNINGS...

TWENTY THOUSAND DOLLARS
AT A HUNDRED TO ONE...
I MAKE THAT A COOL
TWO MILLION!

I AM WELL AWARE OF MY
PREDECESSOR'S COMMITMENTS.

YEAH, WE HEARD ABOUT HIS LITTLE
SWIMMING 'ACCIDENT'. HOW LONG DO
YOU FIGURE YOU'LL BE AROUND?

LONGER THAN YOU, AXEL STONE.

IT'S ALL HERE,
THERE'S NO NEED
TO COUNT IT.

YOU'RE GONNA GIVE
IT TO US... JUST
LIKE THAT?

I'M A BUSINESSMAN AND IT
WOULDN'T BE GOOD FOR BUSINESS
IF I DIDN'T PAY MY DEBTS.

BUT MAKE NO MISTAKE, THIS
ENTERPRISE HAS COST ME DEARLY
AND I'LL BE LOOKING FOR A WAY
TO RECOUP MY LOSSES...

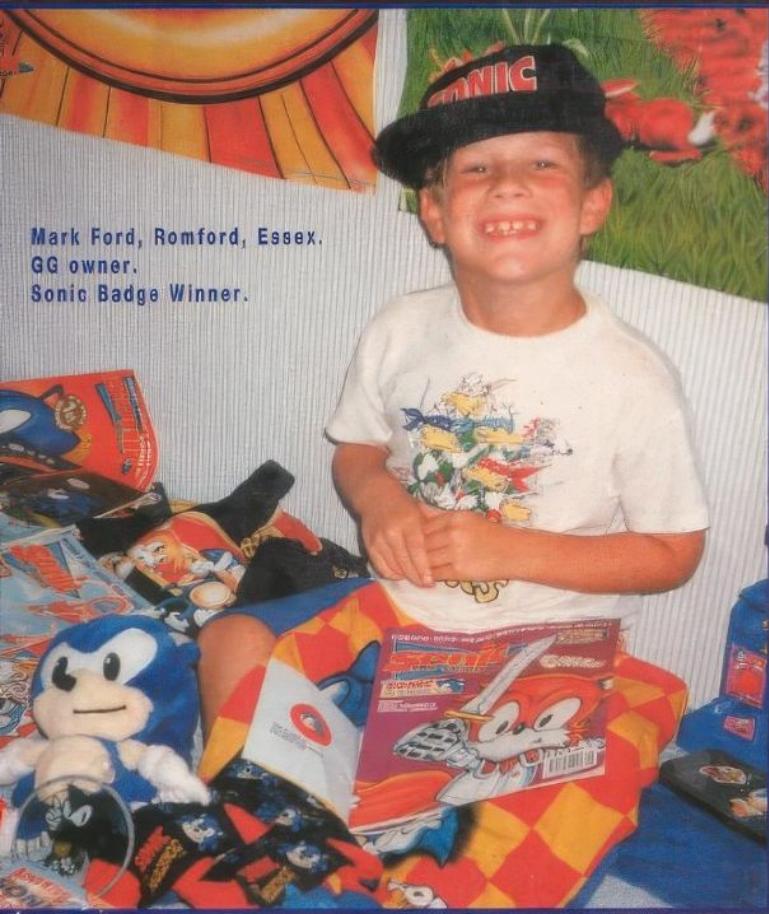
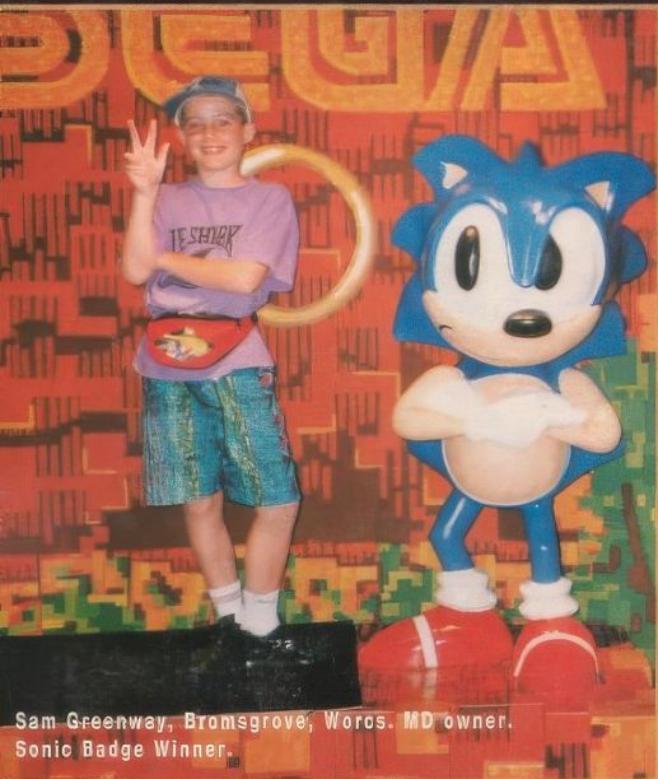
ENJOY YOUR VICTORY
WHILE YOU CAN. I
ASSURE YOU IT WILL BE
SHORT-LIVED!

MORE HOT ACTION ON
THE STREETS OF RAGE
COMING TO STC SOON!

PHOTO

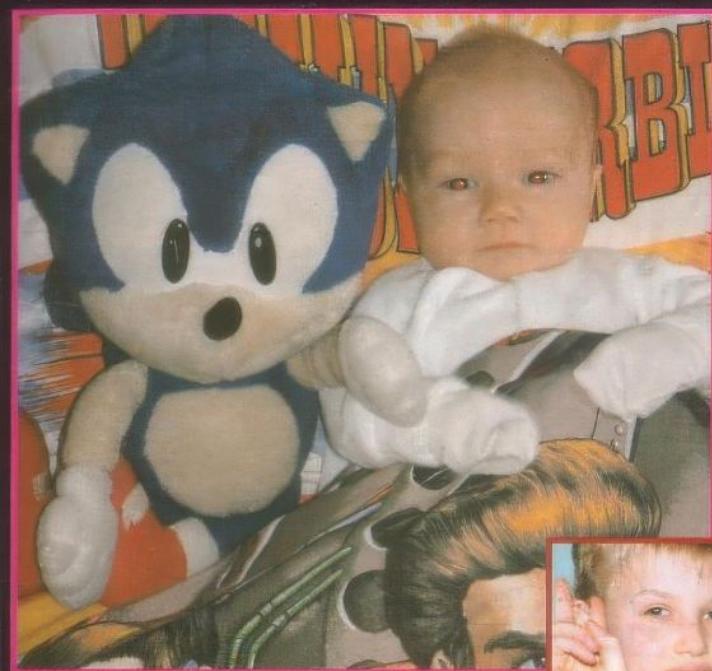
Zone

As you can see from these fabby photo's, STC's band of snap happy humes are capturing anything connected with the spiky blue one. To get in on the picture, why not send in your Sonic snapshot (or Tails, etc.), bearing in mind that the more original the photo, the better. A super STC Sonic badge will be awarded for each picture published! That's worth a smile, surely.

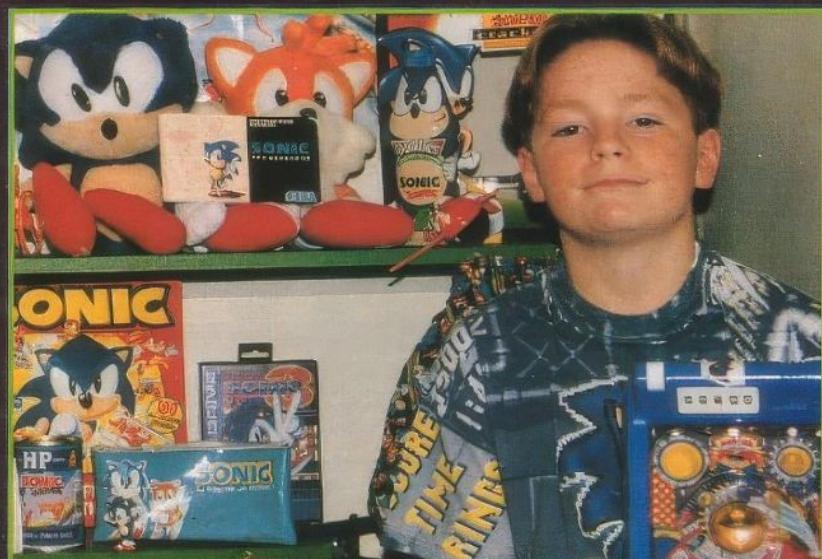
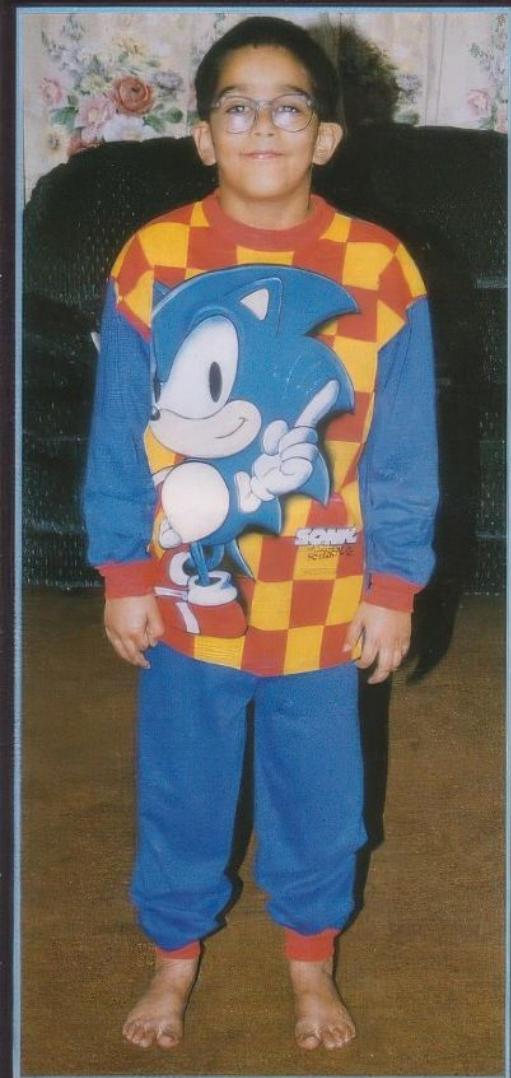


↑ Mathew Thorby, Wilburton, Cambs. MD owner.
Sonic Badge Winner.

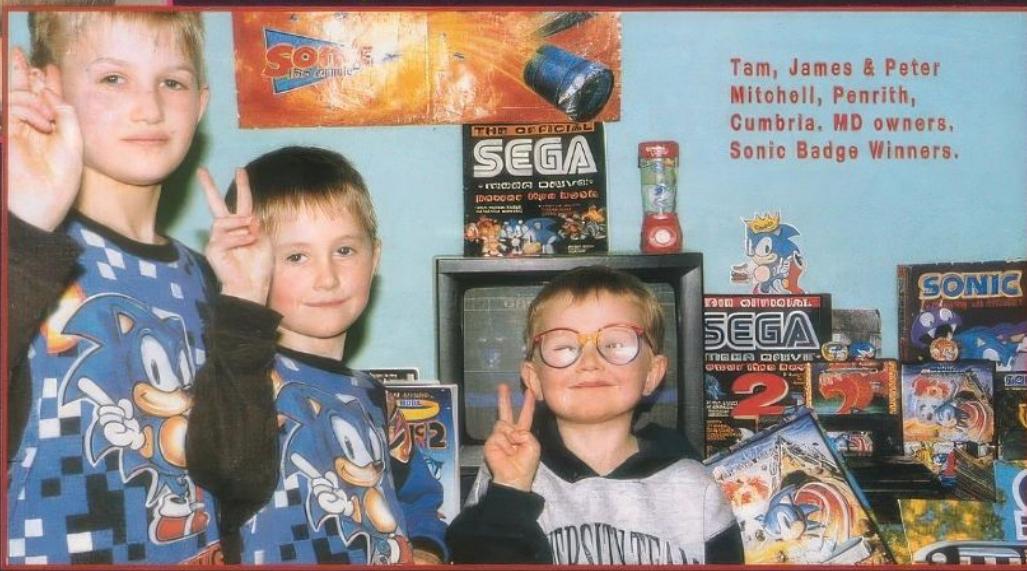
↓ STG's youngest 'reader' at seven and a half weeks?
Alexander Gordon, Solihull, W Midlands. MD owner.
(pic taken by big brother Christopher).
Sonic Badge Winner.



↓ Ankush Dhariwal, Newcastle-upon-Tyne.
MD owner.
Sonic Badge Winner.



↑ Tom Swindell, S Glamorgan, Wales.
MD/MCD owner.
Sonic Badge Winner.



Tam, James & Peter
Mitchell, Penrith,
Cumbria. MD owners.
Sonic Badge Winners.



↑ Daniel Rabson and David Sullivan, Maidenhead, Berks.
MD owners. Sonic Badge Winners.

SONIC'S WORLD

Enter the Cybernik Part 2

Script: Lew Stringer

Art: Roberto Corona

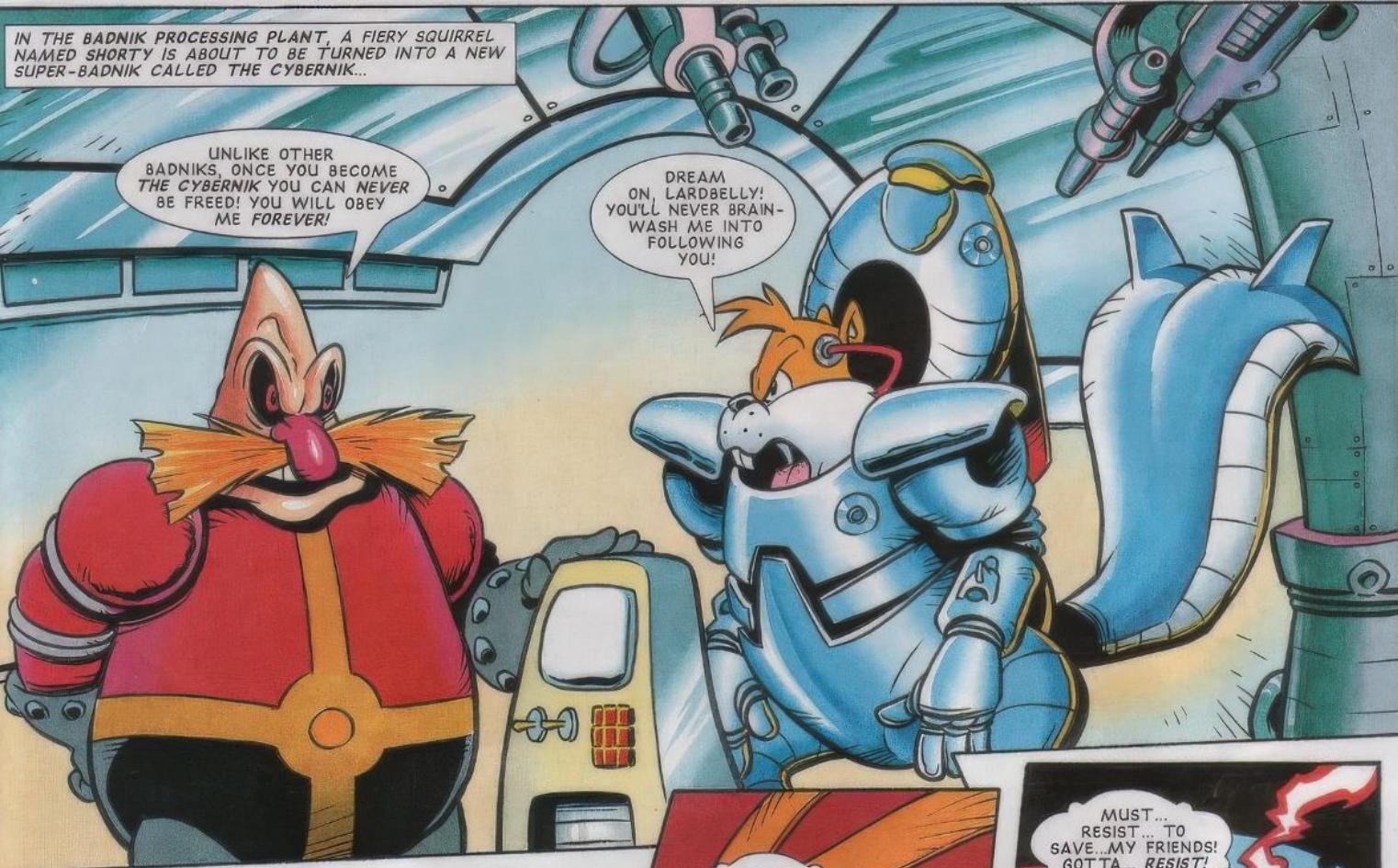
and John M. Burns

Lettering: Steve Potter

IN THE BADNIK PROCESSING PLANT, A FIERY SQUIRREL NAMED SHORTY IS ABOUT TO BE TURNED INTO A NEW SUPER-BADNIK CALLED THE CYBERNIK...

UNLIKE OTHER
BADNIKS, ONCE YOU BECOME
THE CYBERNIK YOU CAN NEVER
BE FREED! YOU WILL OBEY
ME FOREVER!

DREAM
ON, LARDBELLY!
YOU'LL NEVER BRAIN-
WASH ME INTO
FOLLOWING
YOU!



NO-ONE
CAN RESIST THE
PROCESS! GRIMER -
MAKE IT SO!

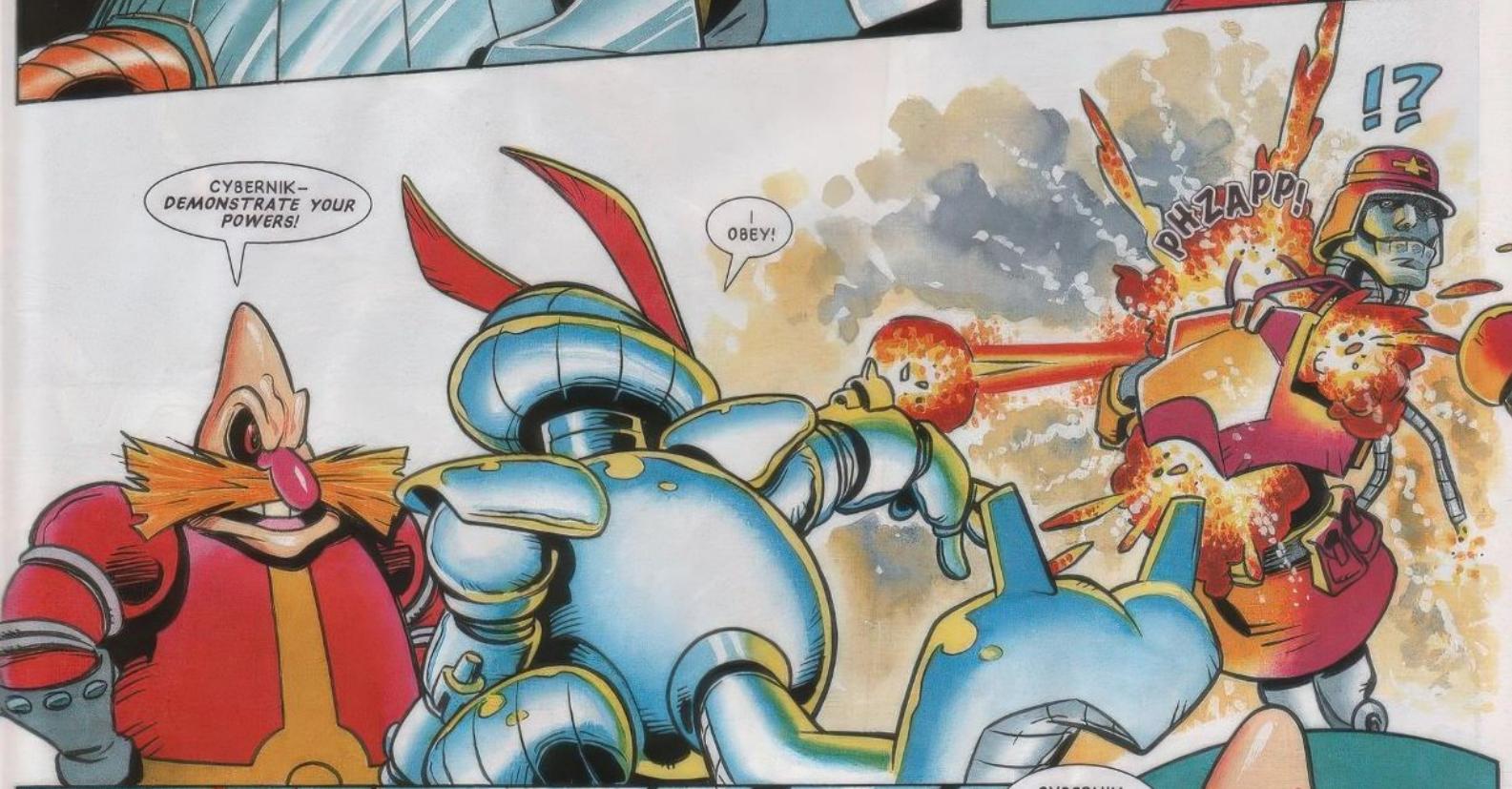
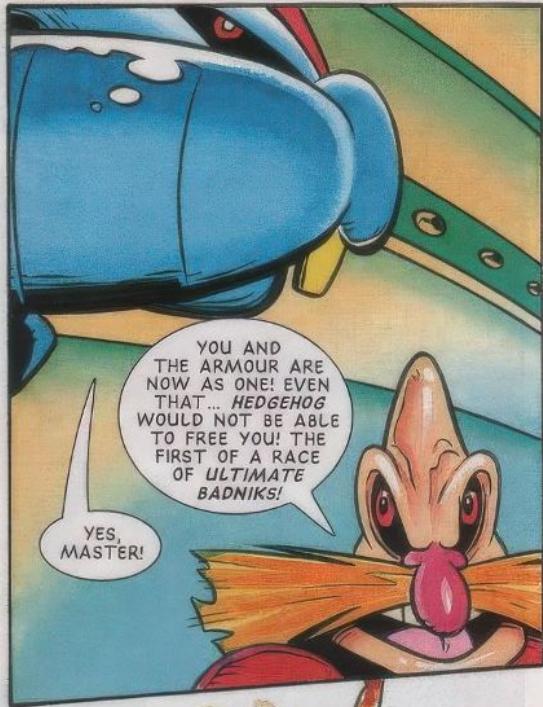
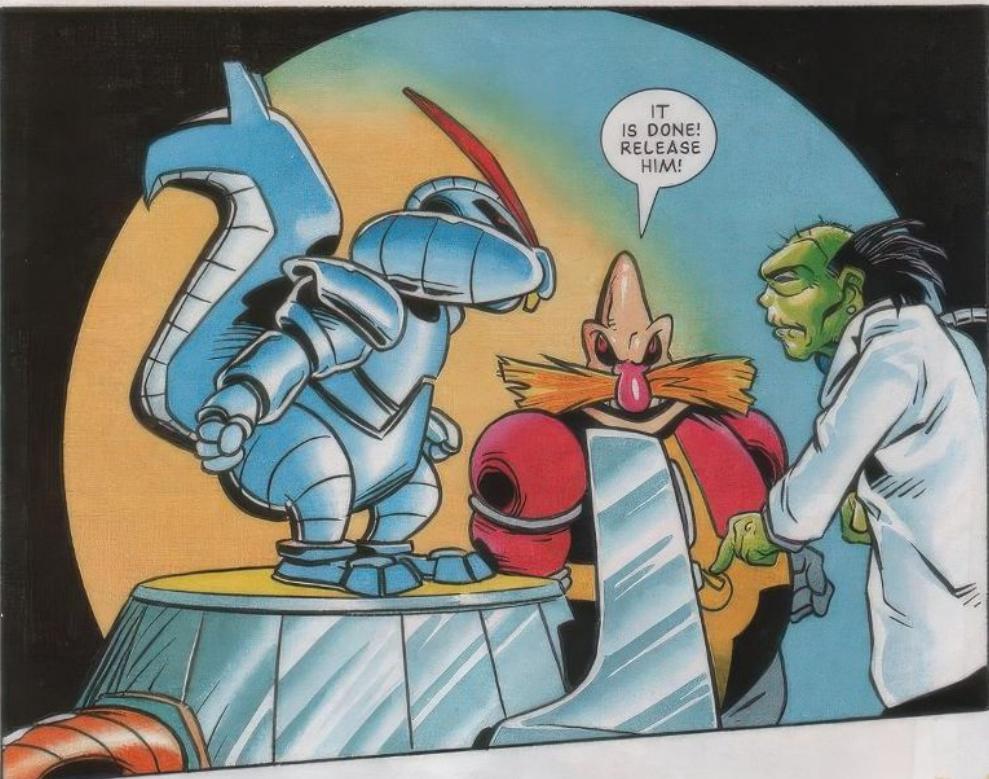
I LOVE
THIS JOB! IT'S
FUN BEING
EVIL!

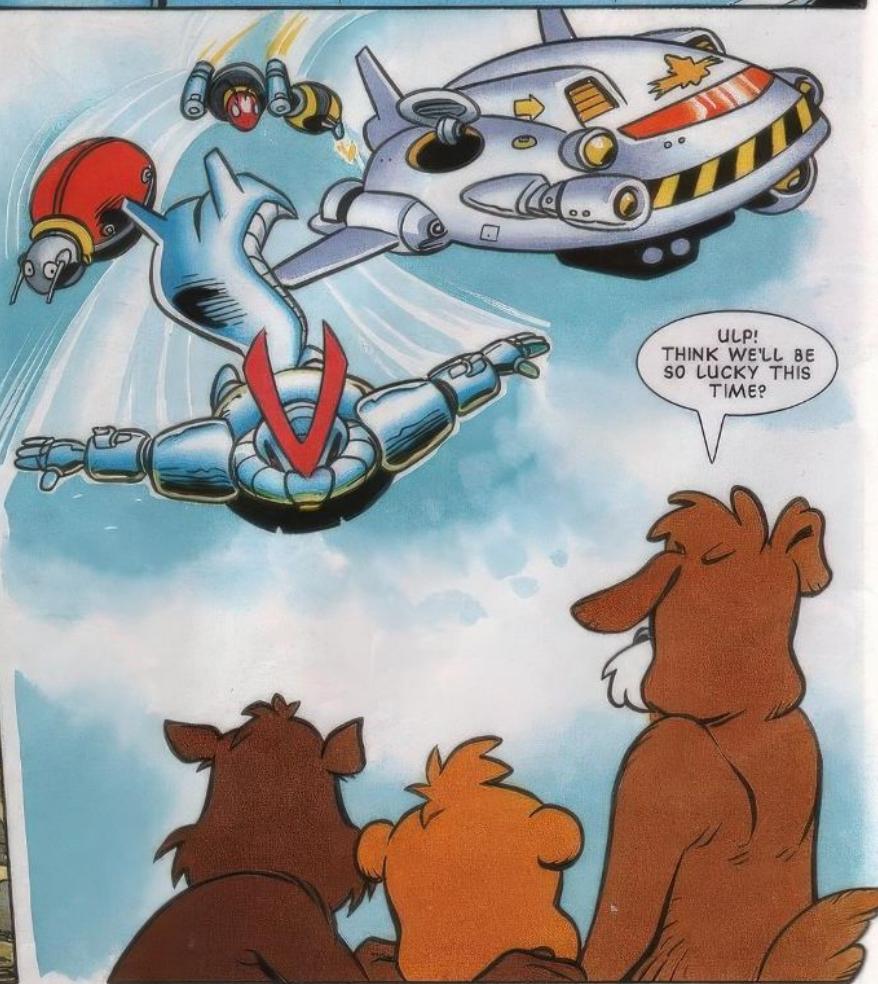
GOT TO
RESIST THE
BRAINWASHING!
GOT TO!

MUST...
RESIST... TO
SAVE... MY FRIENDS!
GOTTA... RESIST!
AAAGHH!

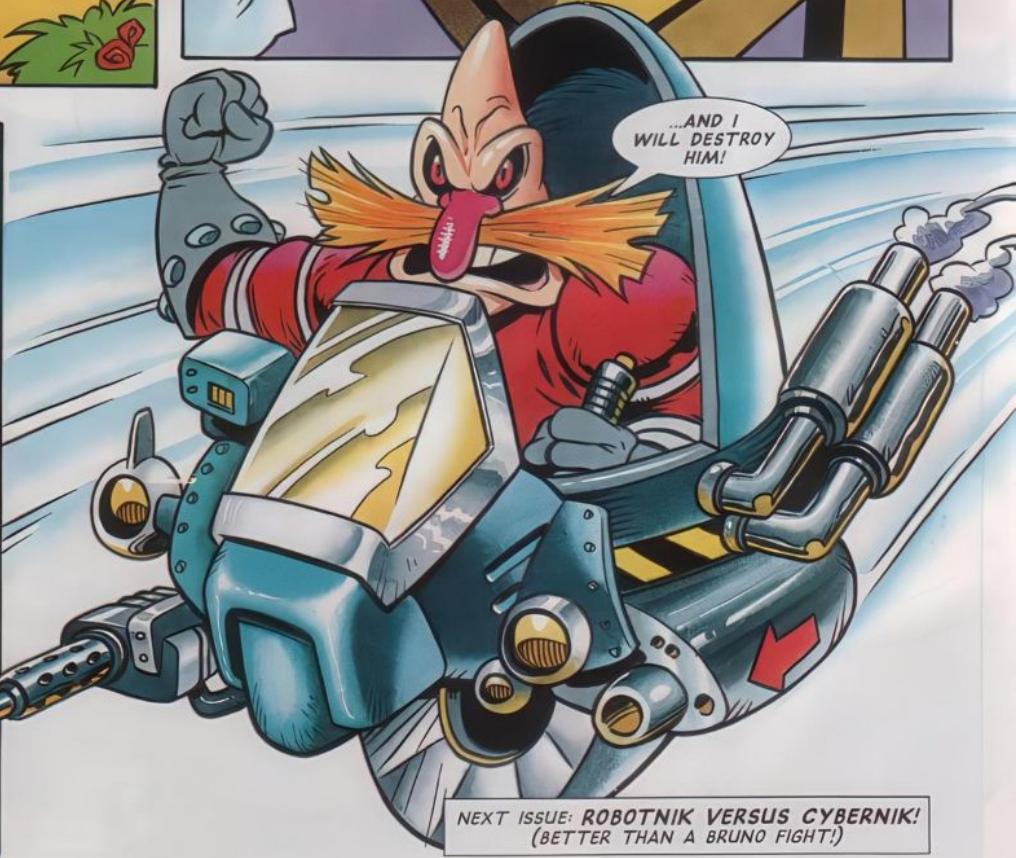
FZZAKK!











Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the Q Zone for hints, tips, and help with your favourite Sega games.



CAN'T WAIT TO BE KING - LEVEL TWO

Head right and jump onto the rhino's horn. He'll throw you up and you'll land onto the giraffe's head.

Jump right, across each one, until you

come to dry land. Roar at the two purple monkey's above you, then jump onto the rhino's head. You'll be thrown and will eventually land on the running ostrich. Here, you will jump hogs, duck under low branches and jump over nests. Keep your eye on the arrows that appear as they

tell you which way to go. The sequence is jump, duck, jump, double jump and duck.

Get across the lake using the hippo's tails. Now, get to the top of the tree by grabbing onto the blue hippo, jumping right, then right again, and onto the giraffe's head.

Back on the ostrich, but without the help of arrows. The sequence here is jump, duck, jump, jump, duck, double jump, duck, duck, jump and double jump. Roar at the lowest purple monkey and jump onto the horn of the far-left rhino. When you land, roar at the monkey, jump to the ground and go back to the first tree via the logs on the lake. Jump on the left-rhino's horn and, when you land, roar at the closest purple monkey. Jump to the ground, roar at the lowest purple monkey and jump on the left rhino's horn to win.

LION KING SPECIAL

Part 1

MEGA DRIVE



Walt Disney's most successful animated feature film ever, *The Lion King*, was beautifully converted to the Mega Drive by top software house Virgin using Disney's very own animators. STC's game guru David Gibbon has worked his joypad to the bone compiling the solution to this blockbuster.

THE PRIDELANDS - LEVEL ONE

A fairly easy level which shouldn't pose too many problems. From the start, Simba must get on top of the trees at the very top of the level and head right to defeat the hyena (see Top Tips).

EXTRA LIFE: Below the trees at the top, head right to a small cavern. At the bottom of this you'll find an extra life next to a porcupine.

HAZARDS:

PORCUPINE: Just roar at these spiky menaces and they'll flip over. Now jump on them to destroy.

BOMBARDIER BEETLE: Once jumped on, these blue coloured beetles will explode after only a few seconds. Make sure you jump clear as quickly as possible before they do.





THE ELEPHANT GRAVEYARD - LEVEL THREE

After getting rid of the hyenas, walk left, fall down the next gap, then head left then right. Continue right, climb the last wall at speed otherwise the boiling water will catch up with you. Once at the top, head left to reach the end.

HAZARDS:

CLIMBING WALLS: When you get to the part where you climb up a wall or where the water chases you, speed is the essence! Grab hold of the lowest ledge, then press C continuously until you reach the top.

VULTURES: These pesky birds can pose serious problems if not disposed of quickly. Before they take off, jump three times on their backs to destroy.

THE STAMPEDE - LEVEL FOUR

This innovative 'coming at you' level looks impressive, but you won't have much time to take any notice as Simba is caught up in the stampede. As the wildebeest approach, move from side-to-side to avoid being trampled on. When you see a flashing rock at the bottom of the screen, count three flashes then jump to avoid the oncoming hazard.

SIMBA'S EXILE - LEVEL FIVE

Make your way to the bottom of the level by going from left-to-right and then right-to-left. This way you'll eventually reach the end.

HAZARDS:

FALLING ROCK: Don't stand still for too long, otherwise you'll get hit by a falling rock.

ROLLING BOULDERS: You'll find on two occasions when you travel across grass, a giant rolling boulder will come thundering after you. Hesitate for a split-second and you'll be crushed - so run like the mad and you should be fine! If, while running, you come up against a Porcupine, roll into it by pressing Down.

SMALL HANDLES: Throughout this level, particularly the last bottom section, Simba will need to leap from handle to handle. Some of the gaps between them are quite large, so timing is very important. Leap just as Simba swings towards your next handle, pressing the D-Pad in the correct direction while in mid-air.

TOP TIPS

1. Remember there's no time limit on any of the levels, so take it easy and explore as much as you can. There are quite a few bonus bugs and extra lives to be found if you search hard enough.
2. While completing this solution, play the game as normal, then pause and refer back to STC. That way you won't forget where you're up to.

3. DEFEATING THE HYENAS

The whole game is overflowing with pesky laughing hyenas! Although it's very hard not to lose energy, as long as you know what you're doing it's possible to minimise this. Destroying the hyenas is different, depending on whether you're a cub or an adult lion.

CUB:

As young Simba, stand away from the hyena and wait for it to jump in the air. When it does, run underneath it to the other side. As it stands gasping for breath, go over and jump on top of it. Repeat to win.

ADULT LION:

The best way to defeat hyenas is to constantly maul them. Do this by walking near to them and repeatedly pressing B.



NEXT ISSUE: More Lion King revelations in Part 2

MARKO'S MAGIC FOOTBALL

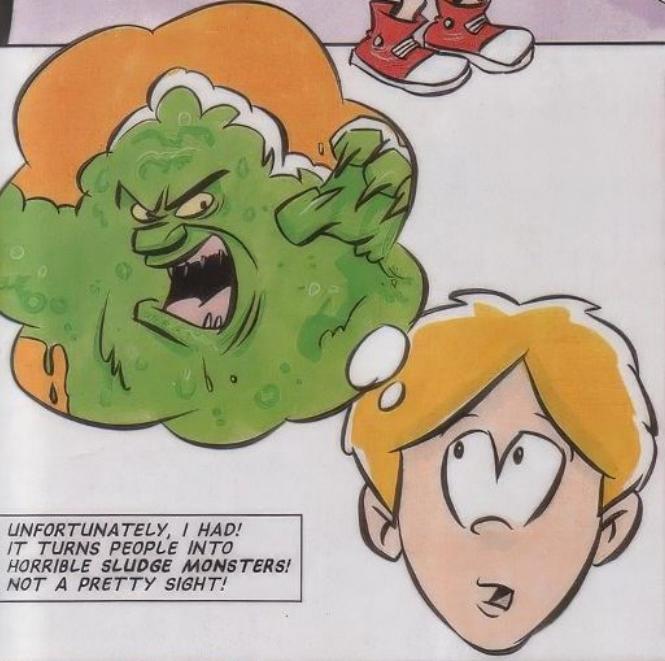
Script: Lew Stringer
Art: Gary Andrews
Lettering: Steve Potter
TM

PART
6

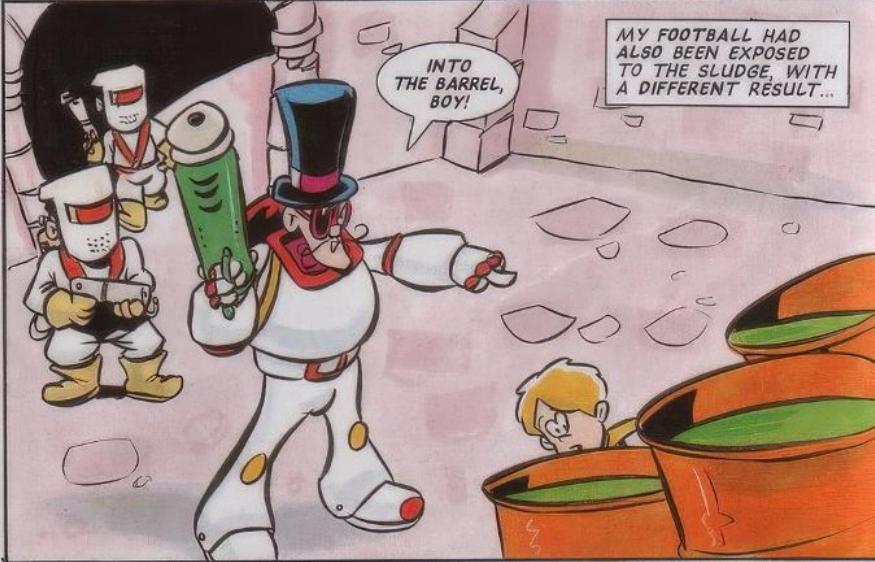
THE GUY IN THE TOP HAT IS COLONEL BROWN WHO, DAFT AS IT SOUNDS, PLANS TO POLLUTE THE WORLD WITH GREEN SLUDGE!

MY NAME'S MARKO. I'VE MANAGED TO STOP HIM SO FAR, BUT I THINK MY LUCK JUST RAN OUT!

EVER SEE WHAT MY LOVELY GREEN SLUDGE CAN DO TO SOMEONE, BOY?

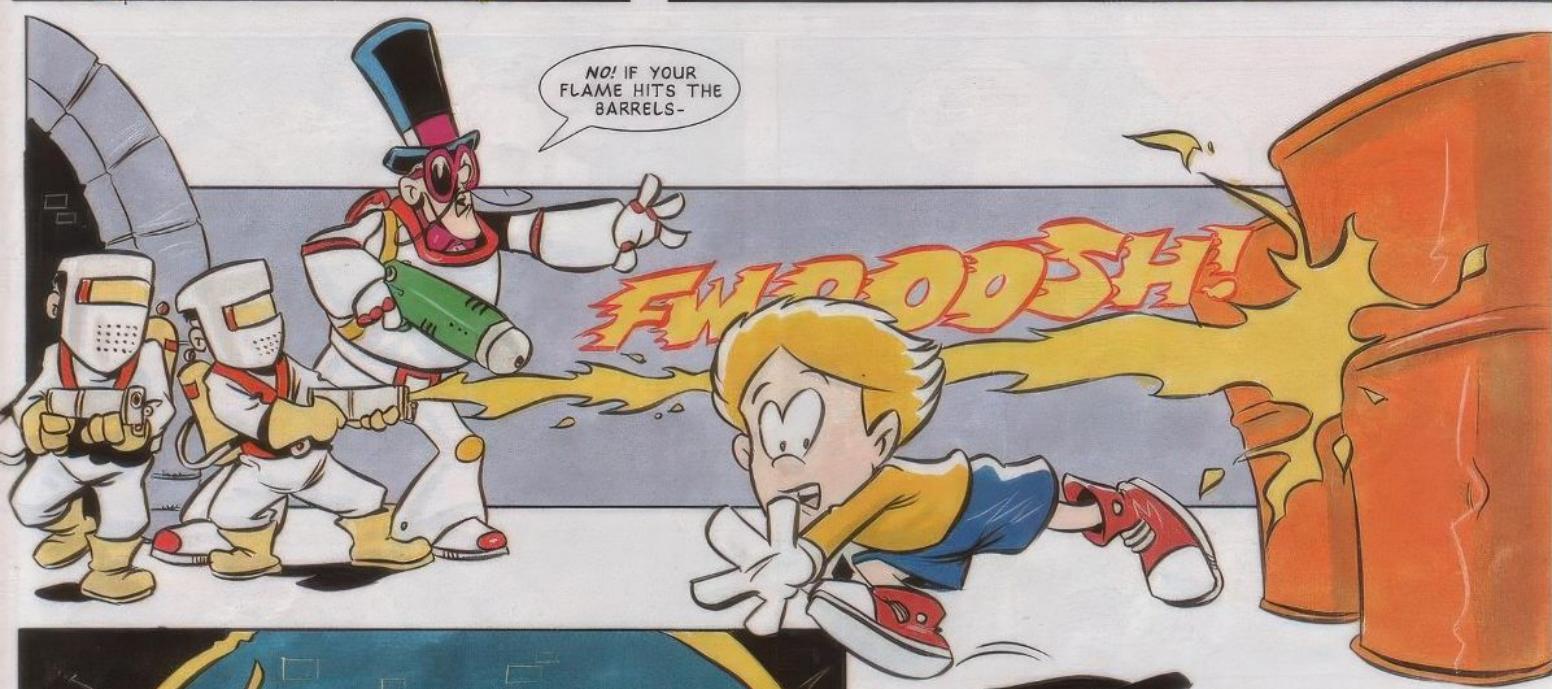
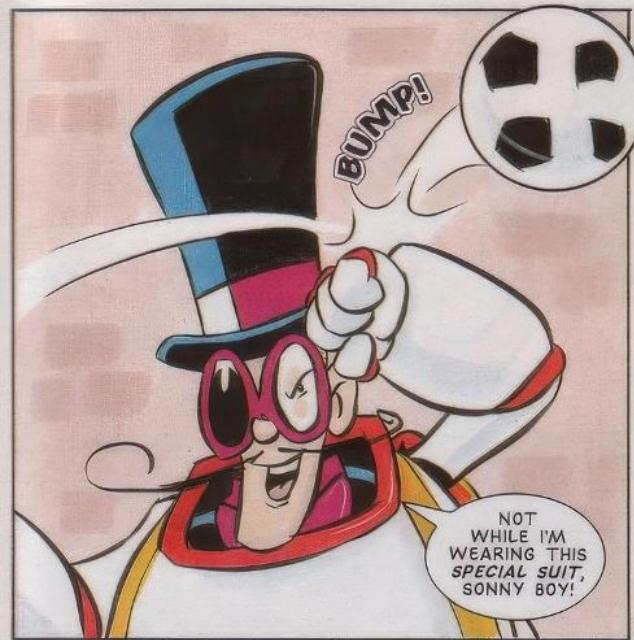


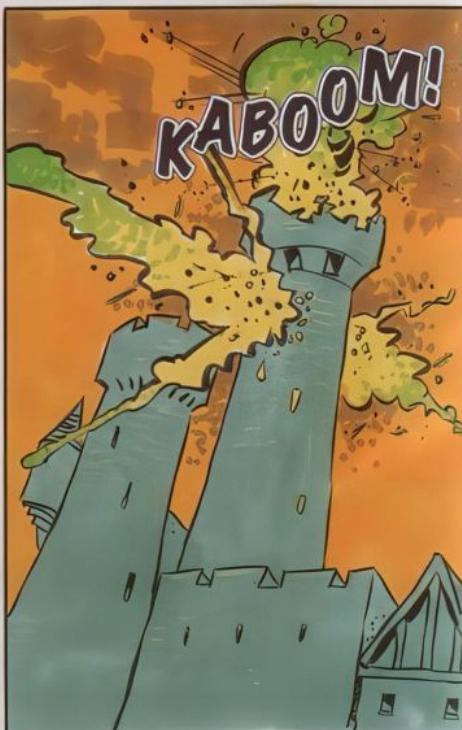
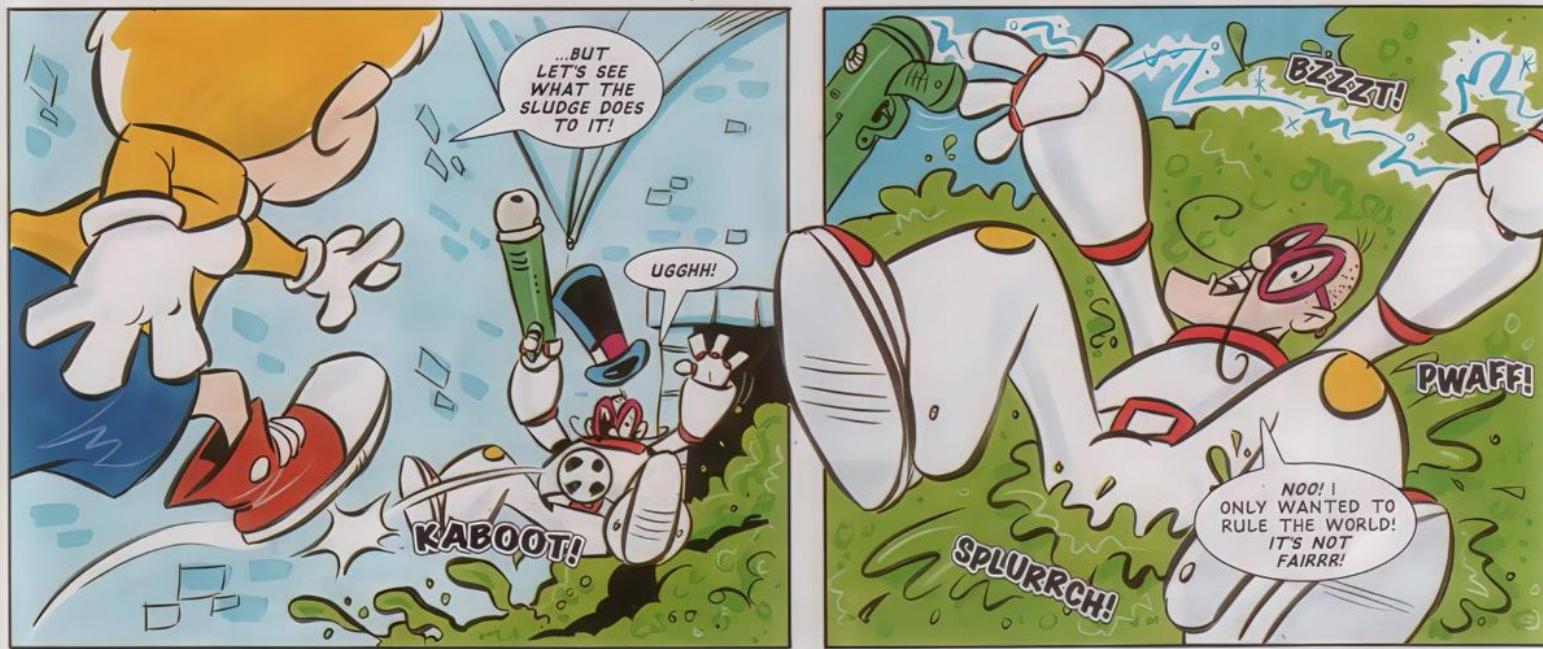
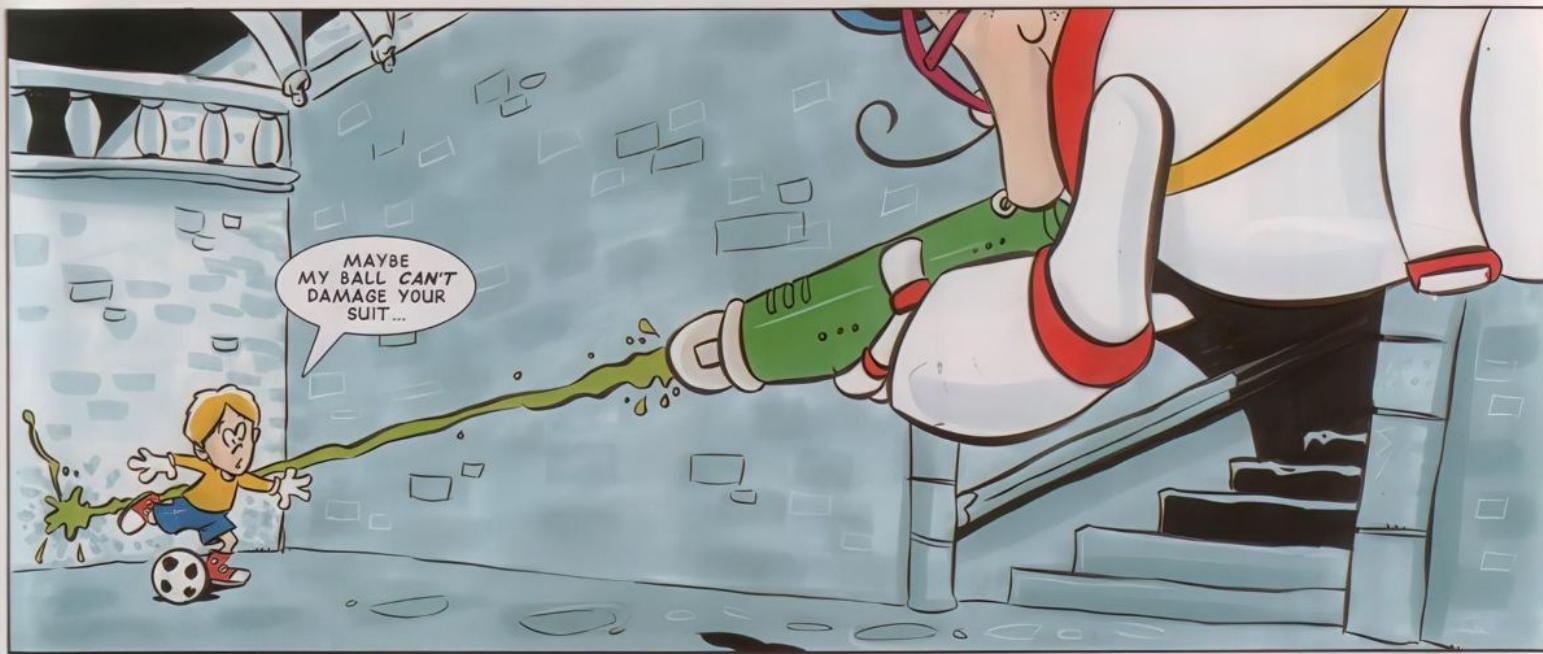
UNFORTUNATELY, I HAD! IT TURNS PEOPLE INTO HORRIBLE SLUDGE MONSTERS! NOT A PRETTY SIGHT!

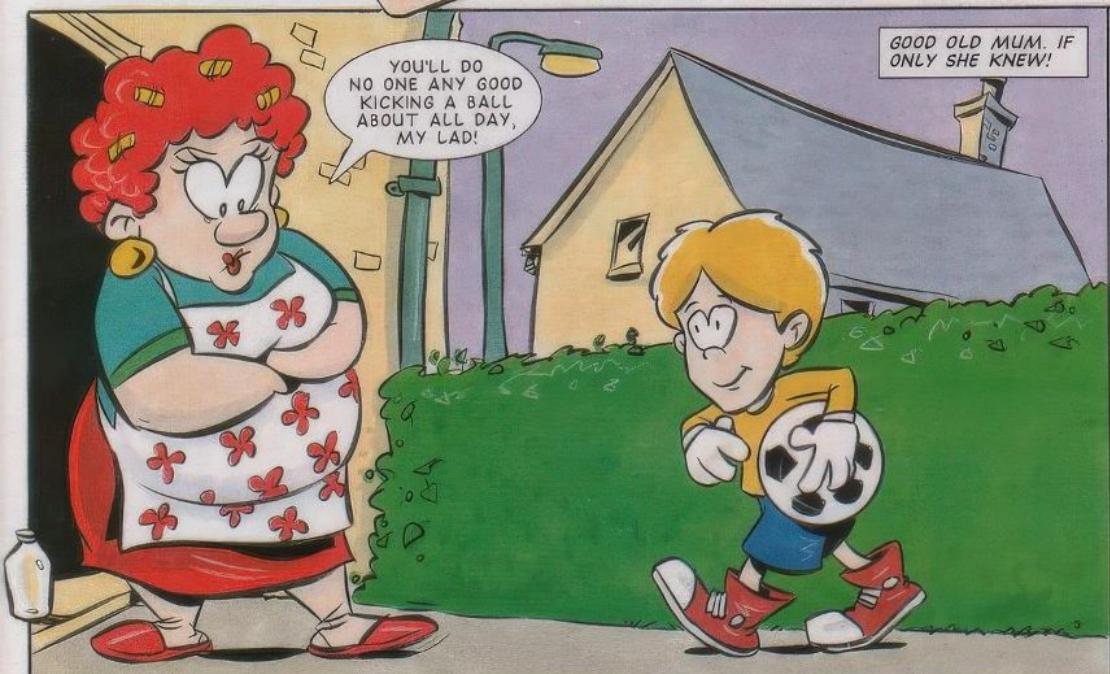
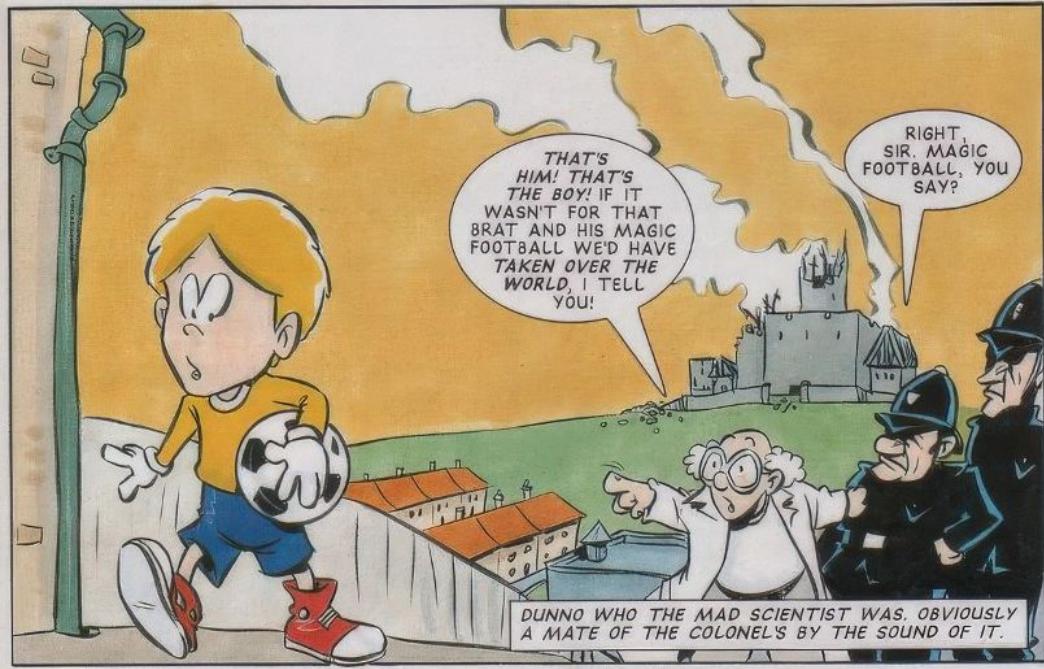


SEEN MY MAGIC FOOTBALL IN ACTION, COLONEL? IT VAPOURISES CREEPS LIKE YOU!





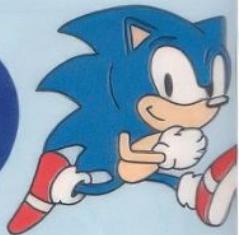




THE END?

WANT TO SEE MORE OF MARKO IN STC?
VOTE, WRITE, YELL,
SCREAM -
WE'RE LISTENING!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, *Sonic The Comic*, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segesational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sonic Scrum

Dear STC,

I'm a big rugby fan and I think Sonic could run Will Carling to the ground with his speed, no problem!
Luke Holland, Castleton, Nr Sheffield.

Sonic Water Fun Game Winner.



No contest, Luke. Maybe our spiky blue hero could even show those rugger hums a thing or two about defence tactics...

Dead Cert

Dear Megadroid,

Are all video games (including sports sims) going to have age limits put on them?

Matt Winter, Witney, Oxon.
Sonic Water Fun Game Winner.



They sure are, Matt. Enforced by ELSA (European Leisure Software Publishers

Association) the aim is to provide a suitability guide similar to that provided by movie ratings. Found on the back of the game packaging the ages range from 3-10, 11-14, 15-17 and 18+ with suitability indicated by a tick.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

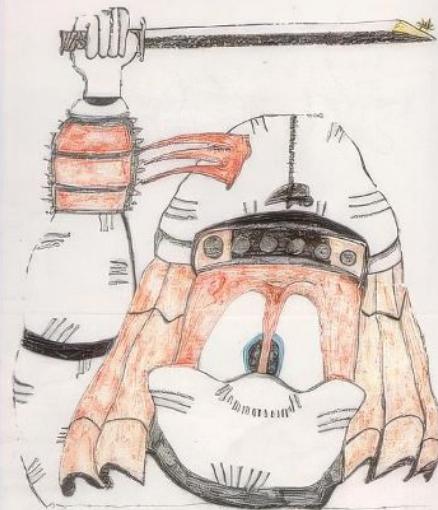
**Jason Cowleshaw,
Bretton, Barnsley.
MCD owner.
Sonic Water Fun
Game Winner.**

Sonic cuts a dash as Shinobi.



Check out the new Shinobi story starting next issue

A foxy-looking Shinobi. See Tails in his usual guise in just two issues time.



**Robert Lee Crawley, Bransholme, Hull.
GG/MD owner.
Sonic Water Fun Game Winner.**

Doctor B.O.

Dear Megadroid,

I am a bit concerned because I think that Doctor Robotnik probably smells of rotten eggs! Also, if this is true, why doesn't he use a deodorant?
Amy Wright, Roxburghshire, Scotland.

Sonic Water Fun Game Winner.



Perhaps Amy, that beneath his rotten exterior, he's ozone friendly!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segesational prize! One of these fabuluous Tomy *Sonic The Hedgehog Water Fun Games* can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The *Sonic Water Fun Game* is just part of a range of megatitious *Sonic* products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0708 872287.



NEXT ISSUE...

THREE STEPS TO HEAVEN:

1 SONIC!

ENTERS THE MYSTERIOUS SANDOPOLIS ZONE!

NEW
SERIES

2 SHINOBI!

MORE POWER TO HIS ELEMENTS!

NEW
SERIES

3 CAPTAIN PLUNDER!

SET TO SHIVER YER TIMBERS!



PLUS
SONIC'S WORLD!
EXITS THE CYBERNIK!

Q ZONE SPECIAL!
CAT-CH PART 2 OF
THE LION KING!

STC 47 - ANOTHER HALE AND HEARTY ISSUE!
ON SALE SATURDAY, 4TH MARCH 1995
£1.15



DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD MS GG MCD

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 46

OF **STC?**



0/0